
Command LIVE - Kuril Sunrise Torrent Download [portable Edition]



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About This Content

COMMAND LIVE

EPISODE 9: KURIL SUNRISE

The populist wave that has swept across the world has reached Japan. With a jittery economy and scandals in the previous government on the minds of the public the government that emerges following a set of snap elections is more nationalist and populist than ever. The new prime minister has set his eyes on the long-disputed Kuril Islands, repeatedly claiming them for Tokyo in numerous speeches.



The JGSDF has traditionally been concentrated in Hokkaido already, but airborne and amphibious units have moved there, ostensibly for exercises. The Russians, familiar with that excuse to concentrate forces, have become more suspicious than ever. Not helping the situation is raucous demonstrators on both sides sailing towards either the Kuriles or Hokkaido in small boats. Several have been killed and dozens more detained.

The Russians have been slipping troops in, but an improvised convoy has been readied at Petropavlovsk-Kamchatsky to carry much heavier forces to Kunashir and Iturup. Should it reach the islands safely, the Japanese goal of taking them without excessive casualties will be impossible. On the other hand, if it's sunk, the Kuriles are Japan's for the taking. The stakes are thus extremely high.

Due to the (previously) anti-invasion nature of the JSDF and the traditional Soviet/Russian defensive doctrine at sea, both sides have an impressive array of sea denial weapons.

The question is which shall prove superior.

FEATURES

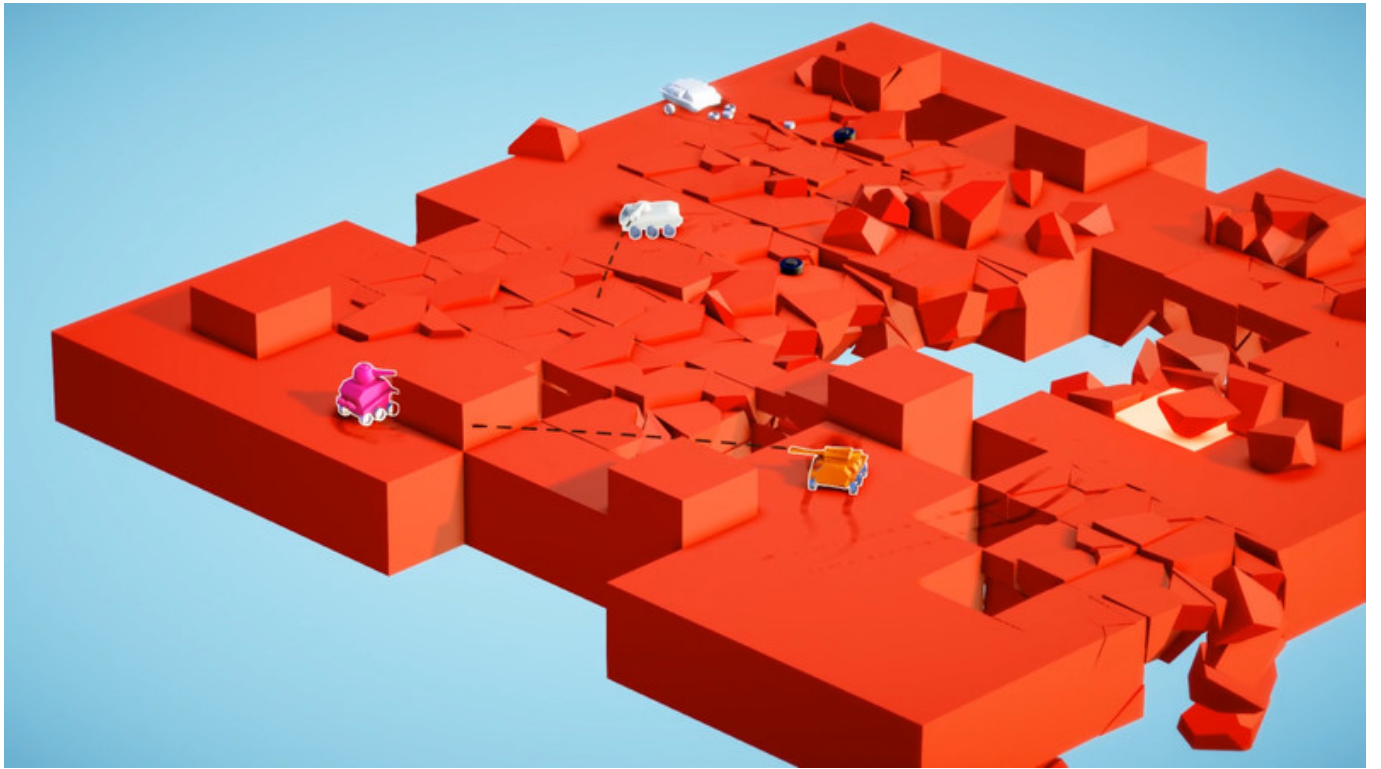
- Playable as Russia or Japan.
- 21st Century convoy warfare. Using advanced aircraft, ships, and submarines, face the challenge of either escorting or attacking a convoy of civilian ferries. Which previous tactics will work and which ones will not in a new era?
- Control advanced submarines. The nuclear vs. diesel dispute is on as the Yasen and Akula II submarines on the Russian side face the Soryu and Oyashio SSKs on the Japanese side. The strengths and weaknesses of both types are on display.
- Fight the air battle with upgraded F-15s and Su-27s alongside classics like the F-4 and MiG-29.

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- Plan carefully. Each side has its own technological or logistical weakness the other can exploit.

Title: Command LIVE - Kuril Sunrise
Genre: Simulation, Strategy
Developer:
WarfareSims
Release Date: 11 Oct, 2018

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English







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Its not bad, but not worth the price.. Great game in all but just a couple of issues

-controls feel little awkward

-toggle hold does not work a lot

But it's a great game just have two questions

? What is good Graphics setting for GTX 1070

? How do I add in radio stations

Other than that great game

A-. Very good packs for good story telling and ambience! Would recommend.. IF YOU WANT WIPEOUT:

- Try the [Slipstream GX alpha right now, and support them.](#)

- [Look forward to Formula Fusion from R8 Games, ex-wipeout devs.](#)

- [Look forward to Redout from 34BigThings.](#)

[This is a mobile game, so the racing feels very artificial and casual. It's not Wipeout, and it's not trying to be Wipeout.](#)

[From that standpoint, it is well made and I enjoyed what the game is actually about. The craft partially steers itself, and your job is to adjust your position on the track to pick up powerups and use them at the right time. It's not about getting the perfect raceline, it's about aggressive weapon usage and activating shields when they're really needed.](#)

[Other reviews cite control issues, but I think they've been fixed. I had no trouble after I fiddled with the settings. The music is great. The voice acting is bad enough to be funny.. Not at this point. VERY EARLY ACCESS. I'll uninstall and wait at least a few weeks until it is more polished. Good ideas though.. As an avid Fighting Fantasy and Gamebook collector, I was very pleased to see that this was available on Steam and purchased it during the Halloween Sale. Playing the game was both a nostalgic delight and a fun, exciting interactive experience slightly reminiscent of playing "Citadel of Chaos" on the C64 many years ago.](#)

[TinMan Games have done a fantastic job of reproducing Ian Livingstone's classic extremely faithfully; I was able to find my old maps and utilise them to complete the game in around an hour. Combat rolls are represented with actual dice: white for the player and red for the monsters, enabling a quickly understood and resolved outcome. The musical track is suitably atmospheric and doesn't outlive its welcome.](#)

[I very much like the inclusion of a "Hardcore mode" for experienced players where no provisions are allowed and initial player statistic rolls are lessened. \(You get only 1d6+4 for your skill stat for example...\) this added a dimension of challenge to a familiar story. However, amusingly I ran into a bug at the encounter with "Quin the Arm-Wrestler" and found myself with 68 stamina going into the next encounters, which trivialised reaching the conclusion of the book.](#)

[It was a pleasure to support the developers and I look forward to seeing more of their work.](#)
[Recommended to Gamebook, Fighting Fantasy fans and those looking for an interactive reading and single player role-playing experience.. i cant use it how i use this super characters. Dear BrainMigraineStudos.](#)

[i really like ur gamies mmmmmmmmmmmmmmmmmmmmm please hab mi babbies n mi cummies
aaaaaaaaaaaahhhhhhhhhhhhhhhhhhhhhhhhhhhhhhh ai ai ai F R A N G H I N O](#)

[make sequal fr me plz. Love It, Wind ya neck in lad!. It's graphics will remind you of F-Zero X on the N64, but it plays like F-Zero: Maximum Velocity on the GBA.](#)

The car goes round and round. Not very fun. Works on Linux though.. It's pretty fun, but I would love it if they made the easiest difficulty a bit easier (by for example removing the spider chasing you and making enemy projectiles move slower). Definitely worth it.. Very buggy. Horrible FPS on my high end computer. There's no pause, which is really a pain in the butt. You have to micromanage EVERYTHING as far as I can tell.

It really seems like it would be fun if it wasn't for all of those issues. Hopefully the developers will fix it, but as of right now I'm debating on a refund.. I can't get over how much this improved my playing experience. The regular in-game locomotion always makes me feel like I'm on a little go kart riding around the mountains. Now I feel like I'm involved in walking. It's also great if you get any motion sickness.

I got the physical mechanics all figured out in about five minutes. In my experience, I end up moving through the world a lot slower using this, just because it feels so much more natural. Running backwards is a touch tricky, but again this adds an element of realism.. this game is harry potter vr. It's a fantastic puzzle platformer; that requires both planning and reflexes.

What the game makes lacks in eye candy in more then makes up for with gameplay.

New systems get added every level-set and will make you rethink how to bend the world. First you begin between toggling the world between two states then come switches, gravity rotation, teleportation, lasers etc.

Controls could be a bit more fluid but are quick to adapt to.

The levels are well crafted and challenging. They'll make you think outside the block and feel incredibly satisfying once completed.. I found Rooms to be a bit too slow and simple.

The puzzles themselves are essentially a 'slide tiles to complete an image' game. But with the added challenge of you needing to make your way to an exit. The thing is, you can use items in the tiles in only specific ways which makes it kind of simple and obvious what you're supposed to do.

Also, you don't actually need to slide the tiles into the image to complete the level. While the game does seem to push you to do that, I don't really see what incentive there is for it.

The game also has some animations, which are actually quite nice to see when you start playing, but as you play for longer you soon tire, and realise they just make things drag on for too long.

Not a great puzzle game.. So far not a bad game. With early access they have already done a decent job. They have already done quite a few updates and bug fixes. Cant wait for more content.. This game feels like it's in beta. It's not categorized as being in early access, and if this truly is the finished product, I feel cheated.

Even in the menu, the plethora of issues this game suffers from start becoming apparent. Graphical options are completely absent, along with incredibly basic features such as volume sliders ...Yeah, you read that right. There are no audio settings. That's almost impressive, but in all the wrong ways.

I'm not sure whether this can be attributed to shoddy porting, but I know what can; every in-game button prompt shows controller binds, even when you're not using a controller! For a game that claims to have full keyboard support, such an oversight demonstrates pure laziness. Shame on you, devs!

Getting into the meat of it, the first thing I noticed is that The Girl and the Robot looks like a PS2-era game. Nothing necessarily wrong with being a couple... decades behind on the tech, but I can let that slide, good looking graphics aren't everything!

Which brings us on to the gameplay... animations and sound effects are almost laughably bad. I don't know if it's a result of a lack of effort or lack of competence but either way the end result is pretty jarring and immersion-breaking. Movement feels stiff and unnatural, the puzzles are very basic and unchallenging.

The game fails to build up any kind of memorable atmosphere with it's lackluster artstyle and lack of ambiance.

As a fan of Last Guardian-esque adventure/exploration style games, I had hopes for this game but was left feeling disappointed

with this unfinished and ultimately unimpressive journey.. Far too slow. Just play Creeper World 3 instead.

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